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9	Attorneys for NVIDIA Corporation		
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11	UNITED STATES DISTRICT COURT NORTHERN DISTRICT OF CALIFORNIA		
12	SAN FRANCIS		
13	EEDED AL TD ADE COMMISSION	CASE NO. 2.22 or 2000	
14	FEDERAL TRADE COMMISSION,	CASE NO. 3:23-cv-2880	
15	Plaintiff,	[PROPOSED] ORDER TO NVIDIA CORPORATION'S STATEMENT IN	
16	VS.	SUPPORT OF SEALING REGARDING ADMINISTRATIVE MOTION TO	
17	MICROSOFT CORP.,	CONSIDER WHETHER ANOTHER PARTY'S MATERIAL SHOULD BE	
18	and	SEALED (ECF 336)	
19	ACTIVISION BLIZZARD, INC.,	The Honorable Jacqueline Scott Corley	
20	Defendants.		
21	Defendants.		
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[PROPOSED] ORDER TO NVIDIA CORPORATION'S STATEMENT IN SUPPORT OF SEALING REGARDING ADMINISTRATIVE MOTION TO CONSIDER WHETHER ANOTHER PARTY'S MATERIAL SHOULD BE SEALED (ECF 336)

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[Proposed] Order

The Court, having fully considered the papers and arguments presented, hereby GRANTS Plaintiff's Administrative Motion to Consider Whether Another Party's Material Should Be Sealed (ECF 336) with respect to the following materials, which will remain sealed as follows:

5	Portions	Basis for Sealing
	P. 41, ¶ 277,	This portion directly references sealed parts of PX3069, an internal NVIDIA
6	Lines 19-22	presentation entitled "GFN Review January 8, 2021," which describe NVIDIA's
٦		subscription pricing information and internal competitive analyses. Declaration of
7		Azadeh Morrison ("Decl.") ¶ 6. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors
$_8\ $		information about NVIDIA's business decision-making and strategy, thereby
		competitively disadvantaging NVIDIA. <i>Id.</i> ¶ 10-11.
9	PP. 45-46,	This portion directly references parts of PX2186, an email exchange that includes
	¶ 301, Lines	an email between NVIDIA and Activision employees attaching an NVIDIA
10	45:26-46:2	presentation entitled "GeForce NOW The Next Level January 2020." The
11		referenced part of PX2186 contains NVIDIA's confidential market projections.
11		Decl. ¶ 5. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information about NVIDIA's
12		market analyses strategy, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶
		10-11.
13	P. 62, ¶ 385,	This portion directly references sealed parts of PX7062, the transcript of the
$_{14}$	Lines 9-12	deposition of an NVIDIA executive, which describe sensitive information
14		regarding NVIDIA's relationships with game developers. Decl. ¶ 8. NVIDIA does not share this information publicly, and disclosure of this information would reveal
15		to NVIDIA's competitors information about NVIDIA's business relationships and
		decision-making, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶ 10-11.
16	P. 78, ¶ 459,	This portion directly references sealed parts of PX8000, the declaration of an
17	Lines 14-16	NVIDIA executive, which describe sensitive information regarding NVIDIA's
17		negotiations and relationship with a game publisher. Decl. ¶ 9. NVIDIA does not
18		share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information about NVIDIA's business relationships and
		business decision-making, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶
19		10-11.
	P. 80, ¶ 468,	This portion directly references sealed parts of PX7060, the transcript of the
20	Lines 7-10	deposition of an NVIDIA executive, which describe sensitive information
21		regarding NVIDIA's data centers. Decl. ¶ 7. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's
		competitors information about NVIDIA's technological capabilities, thereby
22		competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶ 10-11.
	P. 82, ¶ 484,	This portion directly references sealed parts of PX8000, the declaration of an
23	Lines 24-26	NVIDIA executive, which describe sensitive information regarding NVIDIA's
$_{24}$		negotiations and relationship with a game publisher. Decl. ¶9. NVIDIA does not
		share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information about NVIDIA's business relationships and
25		business decision-making, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶
		10-11.
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1	PP. 82-83, ¶ 485, Lines	This portion directly quotes from sealed parts of PX8000, the declaration of an NVIDIA executive, which describe sensitive information regarding NVIDIA's	
2	82:27-83:2	negotiations with a game publisher and internal analyses regarding those	
3		negotiations. Decl. ¶ 9. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information	
4		about NVIDIA's business relationships and strategy, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶ 10-11.	
5	P. 85, ¶ 498, Lines 11-12	This portion directly quotes from sealed parts of PX7060, the transcript of the deposition of an NVIDIA executive, which describe sensitive information	
6		regarding NVIDIA's data centers. Decl. ¶ 7. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information about NVIDIA's technological capabilities, thereby	
7	D 00 ¶ 520	competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶ 10-11.	
8	P. 90, ¶ 529, Lines 16-18	This portion directly references and quotes from sealed parts of PX7060, the transcript of the deposition of an NVIDIA executive, which describe confidential contract negotiations with a business partner. Decl. ¶ 7. NVIDIA does not share	
9		this information publicly, and disclosure of this information would reveal to NVIDIA's competitors information about NVIDIA's contracts and business	
10	P. 91, ¶ 535,	decision-making, thereby competitively disadvantaging NVIDIA. <i>Id.</i> ¶¶ 10-11. This portion directly references nonpublic terms of PX1781, a confidential	
11	Lines 8-10	business agreement. Decl. ¶ 4. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors	
12	D 01 4 526	information about NVIDIA's currently-active contracts, <i>Id.</i> ¶ 10-11.	
13	P. 91, ¶ 536, Lines 11-13	This portion directly references nonpublic terms of PX1781, a confidential business agreement. Decl. ¶ 4. NVIDIA does not share this information publicly, and disclosure of this information would reveal to NVIDIA's competitors	
14		information about NVIDIA's currently-active contracts, <i>Id.</i> ¶¶ 10-11.	
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16	IT IS S	O ORDERED.	
17	DATED:		
18		HON. JACQUELINE SCOTT CORLEY UNITED STATES DISTRICT JUDGE	
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